

FILEID**RPGMOVE2

RRRRRRRR	PPPPPPPP	GGGGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	222222
RRRRRRRR	PPPPPPPP	GGGGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	222222
RR RR	PP PP	GG	MMMM	MMMM	00	00	VV	EE	22
RR RR	PP PP	GG	MMMM	MMMM	00	00	VV	EE	22
RR RR	PP PP	GG	MM	MM	00	00	VV	EE	22
RR RR	PP PP	GG	MM	MM	00	00	VV	EE	22
RRRRRRRR	PPPPPPPP	GG	MM	MM	00	00	VV	EEEEE	22
RRRRRRRR	PPPPPPPP	GG	MM	MM	00	00	VV	EEEEE	22
RR RR	PP	GG	GGGGGG	MM	MM	00	00	VV	EE
RR RR	PP	GG	GGGGGG	MM	MM	00	00	VV	EE
RR RR	PP	GG	GG	MM	MM	00	00	VV	EE
RR RR	PP	GG	GG	MM	MM	00	00	VV	EE
RR RR	PP	GGGGGG	MM	MM	000000	VV	VV	EEEEE	2222222222
RR RR	PP	GGGGGG	MM	MM	000000	VV	VV	EEEEE	2222222222

LL		SSSSSSS
LL		SSSSSSS
LL		SS
LLLLLLLL		SSSSSSS
LLLLLLLL		SSSSSSS

(2)	50	HISTORY : Detailed Current Edit History
(3)	58	DECLARATIONS
(4)	88	RPG\$AB_MOVE_2

0000 1
0000 2
0000 3 .TITLE RPGSAB_MOVE_2 MOVE character to numeric translate table
0000 4 .IDENT /1-0027 ; File: RPGMOVE2.MAR
0000 5 *****
0000 6 *****
0000 7 *
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0000 25 *
0000 26 *
0000 27 *****
0000 28 *****
0000 29 FACILITY: RPG LIBRARY SUPPORT
0000 30 ++
0000 31 ABSTRACT:
0000 32 This module contains the translation table for alphanumeric to numeric
0000 33 conversion using the MOVTC instruction.
0000 34
0000 35
0000 36 --
0000 37
0000 38 VERSION: 1
0000 39
0000 40 HISTORY:
0000 41
0000 42 AUTHOR:
0000 43 Leo Treggiari, 7-Mar-1983
0000 44
0000 45 MODIFIED BY:
0000 46
0000 47
0000 48

RPG\$AB_MOVE_2
1-002

L 16
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 Page 2
(2)

0000 50 .SBTTL HISTORY : Detailed Current Edit History
0000 51
0000 52
0000 53 : Edit History for Version 1 of RPGMOVE2
0000 54 :
0000 55 : 1-001 Original.
0000 56 : 1-002 - Reference _RPG\$CODE psect.

LPT 7-Mar-1983
DG 11-July-1983

```
0000 58 .SBTTL DECLARATIONS
0000 59
0000 60 .
0000 61 : INCLUDE FILES:
0000 62 .
0000 63 .
0000 64 .
0000 65 : EXTERNAL SYMBOLS:
0000 66 : NONE
0000 67 .
0000 68 .
0000 69 .
0000 70 : MACROS:
0000 71 : NONE
0000 72 .
0000 73 .
0000 74 .
0000 75 : PSECT DECLARATIONS:
00000000 76 .PSECT _RPG$CODE      PIC. SHR. LONG. EXE. NOWRT
0000 77 .
0000 78 .
0000 79 : EQUATED SYMBOLS:
0000 80 : NONE
0000 81 .
0000 82 .
0000 83 .
0000 84 : OWN STORAGE:
0000 85 : NONE
0000 86 .
```


RPG\$AB_MOVE_2
Symbol-table

C 1
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00
6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 Page 5 (4)

RPG\$AB_MOVE_2 00000000 RG 01

+-----+
! Psect synopsis !
+-----+

PSECT name	Allocation	PSECT No.	Attributes	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE
. ABS	00000000	(0.)	00 (0.)	NOPIC	USR	CON	REL	LCL	SHR	EXE	RD	NOWRT NOVEC LONG
_RPG\$CODE	00000100	(256.)	01 (1.)	PIC	USR	CON						

+-----+
! Performance indicators !
+-----+

Phase	Page faults	CPU Time	Elapsed Time
Initialization	17	00:00:00.08	00:00:00.43
Command processing	95	00:00:00.66	00:00:03.44
Pass 1	62	00:00:00.66	00:00:02.99
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	39	00:00:00.31	00:00:01.58
Symbol table output	1	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	218	00:00:01.74	00:00:08.70

The working set limit was 600 pages.

2614 bytes (6 pages) of virtual memory were used to buffer the intermediate code.

There were 10 pages of symbol table space allocated to hold 1 non-local and 0 local symbols.

131 source lines were read in Pass 1, producing 8 object records in Pass 2.

0 pages of virtual memory were used to define 0 macros.

+-----+
! Macro library statistics !
+-----+

Macro library name	Macros defined
\$_\$255\$DUA28:[SYSLIB]STARLET.MLB:2	0

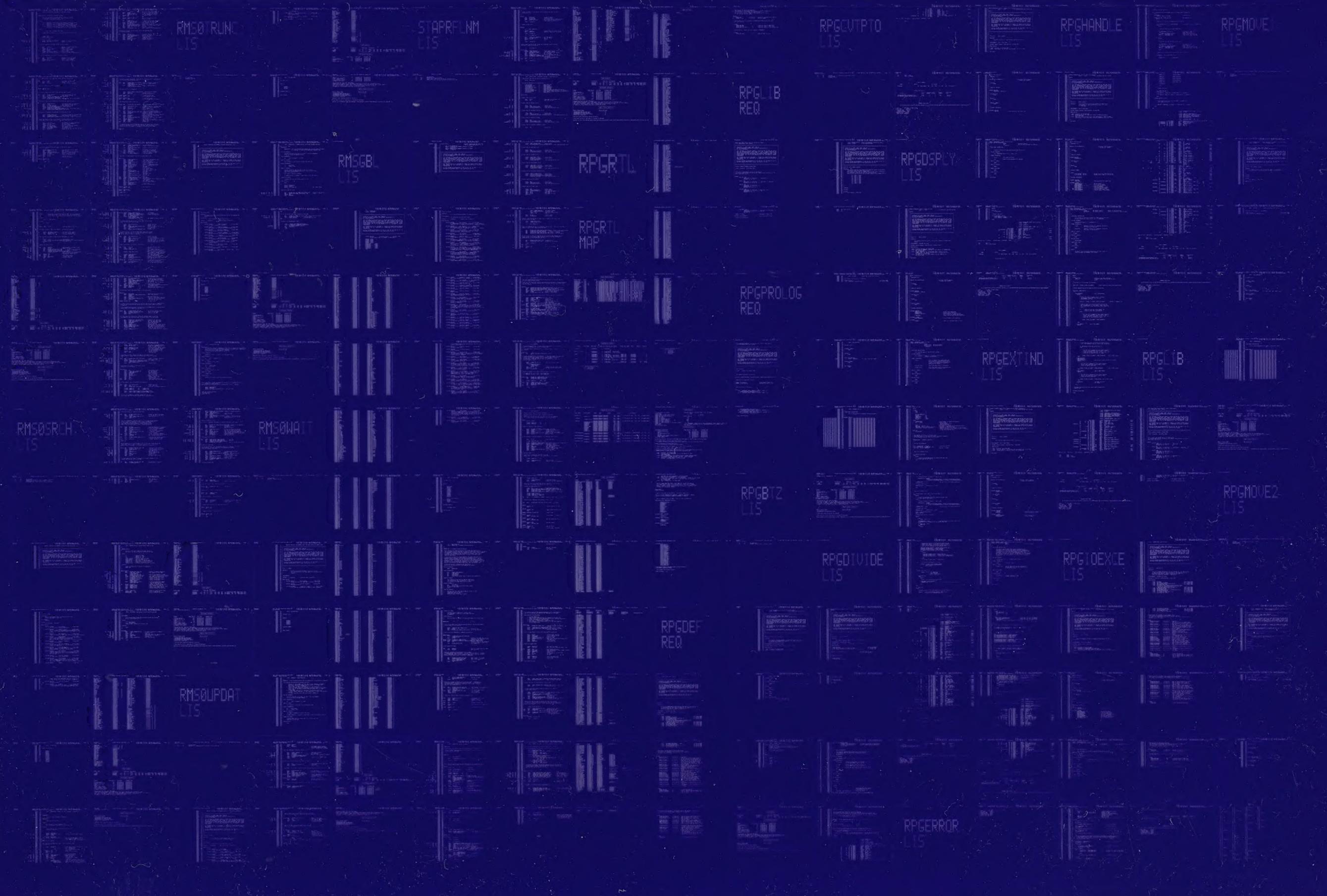
0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGMOVE2/OBJ=OBJ\$:RPGMOVE2 MSRC\$:RPGMOVE2/UPDATE=(ENHS:RPGMOVE2)

0331 AH-BT13A-SE
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RPGMSGXT
LIS

DTE DF03
MAP

RPGMOVE3
LIS

RPGSORT
LIS

RPGOPEN
LIS

RTPAD

CTDRIVER
MAP

HLI

RTPAD
MAP

RTPADMACS
MAP

RPGMSGPTR
LIS

RPGVECTOR
LIS

RTDEF
SDL

DTE DF03
MAP

RPGPRINT
LIS

RPGUPDATE
LIS

CTDRIVER
LIS